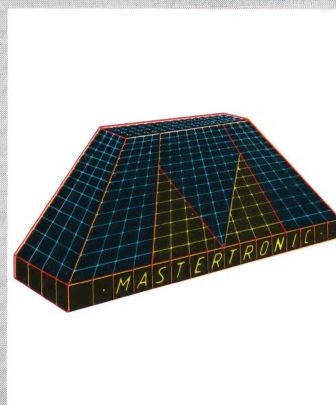
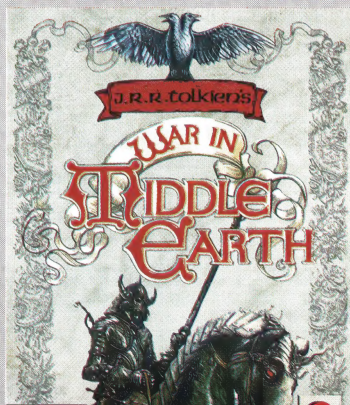
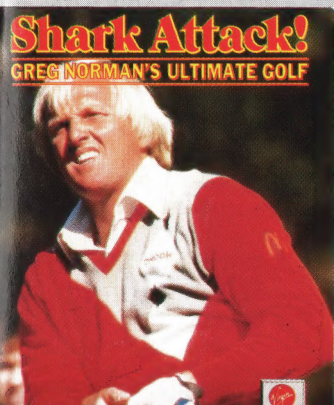
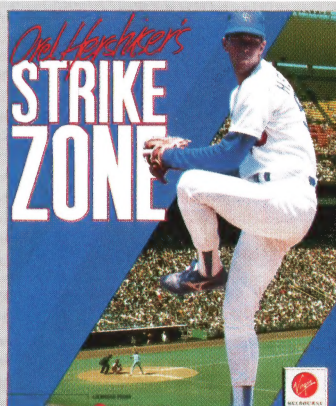
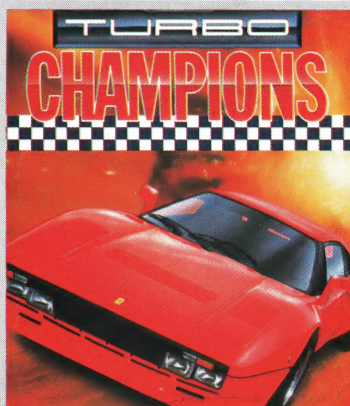
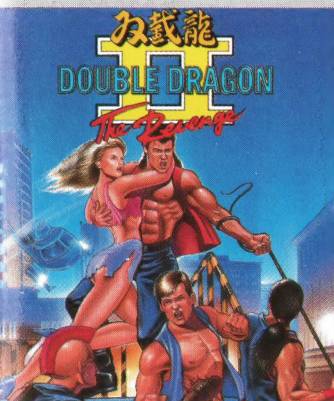
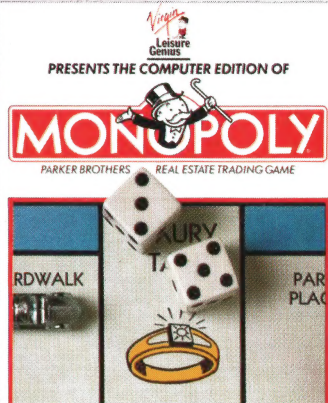
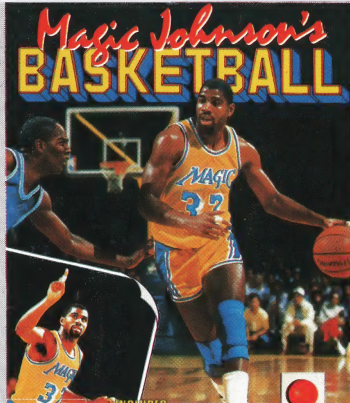
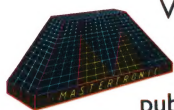




Setting New Standards  
IN · COMPUTER · SOFTWARE





Virgin Mastertronic International, Inc. was originally founded in London in 1984 as Mastertronic Ltd., and soon became one of the largest entertainment software publishers in Europe. In 1986 Martin Alper, one of the three original founders, opened offices in California to manage North American operations. By publishing a hand-picked minority of the more than 200 games per annum released concurrently in Europe, Mastertronic soon developed the best-selling line of value-priced entertainment software in the U.S. and Canada.



In 1988 Mastertronic expanded its scope from budget games to include premium Arcade, Sports, and Fantasy Role-Playing titles. First launched was the Arcadia line, which included Arcade favourites such as the Awesome Arcade Action Pack and Double Dragon. Later in the same year the company branched into Sports and FRP games with the Melbourne House line, which included bestsellers John Elway's Quarterback and J.R.R. Tolkien's War in Middle Earth.



At the year's end, The Virgin Group, which had previously acquired a minority interest in Mastertronic, enlarged its ownership of the company and merged it with their London-based Virgin Games. The resulting entity, Virgin Mastertronic, is now one of the five largest entertainment software publishers in the world.



With the merger, what was formerly Mastertronic U.S. has now taken on the North American publication and distribution of Virgin's Leisure Genius line of computerized board games (Scrabble, Monopoly, etc.).



For the near future Virgin Mastertronic U.S. has one more line planned. Fall of 1989 will see the introduction of the Virgin Games label into the U.S., featuring the explosive arcade games NY Warriors and Double Dragon II: The Revenge. The company will also premiere its first serious business product, Success Inc., under the Melbourne House label.

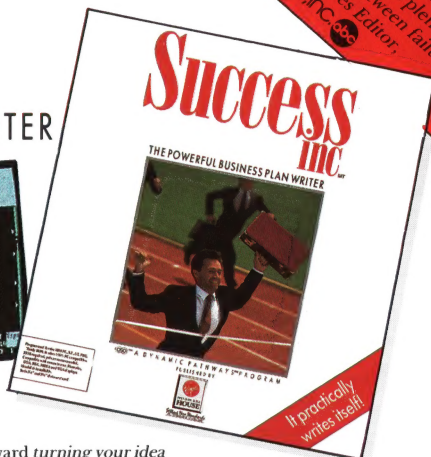
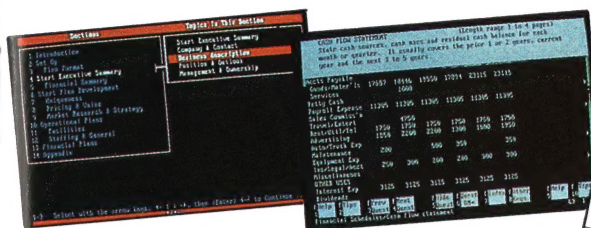
Virgin Mastertronic has combined the talents of designers and programmers from around the globe, from Washington and Utah, to Hungary and the British Isles, to bring enjoyment to computer owners all over the world.

*Virgin Mastertronic International, Inc. is a member of The Virgin Group of companies, which also includes entertainment giants Virgin Records and Virgin Video, and the distinctive Virgin Atlantic Airways.*



# Success Inc.™

THE POWERFUL BUSINESS PLAN WRITER



"We were extremely impressed with just how easy **Success Inc.** is to use..."  
 — Mike McGee, of Arthur Young  
 "As thoughtful and comprehensive an approach to business planning as I've seen — and I've seen plenty of them... could well make the difference between failure and success."  
 — Keith Ferrell, Features Editor, **COMPUTER Publications, Inc.**

You start with an idea...

Successful entrepreneurs agree that a business plan is the first step toward turning your idea into reality. **Success Inc.** and your computer are the only tools you need to create a formal business plan.

**The program covers all aspects of your business plan:**

- Objectives
- Financials
- Growth potential
- Operating plan
- Marketing strategy
- And much, much more

**Success Inc.** leads you through the entire process of preparing your business plan. In fact, users say that **the plan practically writes itself!** Meticulously detailed, the plan is formatted in the best business style.

**This powerful program includes:**

- A question-and-answer presentation that takes you step-by-step through the planning process
- A built-in word processor that lets you enter and edit as you go, or come back later for easy revision
- Streetwise tips at the touch of a key
- Worksheets, with export and import capabilities to spreadsheets
- Automatic indexing and headers inserted for a businesslike presentation
- Compatibility with dot-matrix, daisy-wheel, and laser printers

**Success Inc.** is totally interactive. Tell it your type of business, your target market, and where you'll look for financing. The program will select from 240 business examples to assist you.

**Categories of businesses covered in Success Inc. are:**

- Retail stores
- Franchises
- Mail order
- Service businesses
- Contractors
- Restaurants
- Consulting and Professional
- Wholesale and Distribution
- Manufacturing
- Research and Development

In a fiercely competitive business world, **Success Inc.** will do everything in its power to get you across the finish line **first**.

IBM 5-1/4" and 3-1/2" disks both included  
 Hard disk installable

**\$129.99**



A DYNAMIC  
 PATHWAYS™ PROGRAM  
 PUBLISHED BY



1 MEGABYTE  
AMIGA VERSION  
IDENTICAL TO THE ARCADE GAME!

# Rick Davis's WORLD Trophy SOCCER

## THE NEW STATE-OF-THE-ART IN SPORTS SIMULATION.

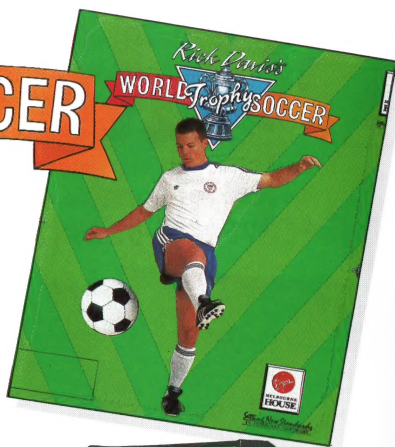
Arcade action brings the realism of World Class soccer to your home computer in this direct translation of the super high-energy Coin-op Arcade game, "World Trophy Soccer."

Team up with Rick Davis, the USA's World Cup and Olympic Team Captain, to play soccer better than you've ever played before!

Rick Davis's World Trophy Soccer kicks all other soccer games off the pitch with:

- Real-to-life animation designed and programmed by professional cinema animators!
- Superb multidirectional scrolling so smooth and fast it can make you dizzy just watching it!
- Accurately simulated Free Kicks, Goal Kicks, Corner Kicks, and Throw Ins.
- Two Player Simultaneous Action or Single Player against the computer.
- Soccer played to F.I.F.A. rules.

Pass, dribble, tackle and shoot your way through the qualifying rounds with the world's best soccer teams. Then bring home the World Trophy that shows you're the best!



COIN-OP ARCADE



TANDY 1000

EGA (IBM)



AMIGA



CGA (IBM)

Amiga (1 mg)	\$49.99
IBM 5-1/4"	\$39.99
IBM 3-1/2"	\$39.99
Commodore 64	\$29.99
Amiga (512K)	\$39.99
Atari ST	\$39.99





# Magic Johnson's BASKETBALL

1 MEGABYTE  
AMIGA VERSION  
IDENTICAL TO THE ARCADE GAME!

## Basketball the way the Pros play.

Arcade action brings the realism of the big time game home to you in this direct translation of the popular coin-op arcade game, "Magic Johnson's Fastbreak Basketball."

### Featuring:

- Arcade-quality animated graphics and characters larger than any before seen in a home computer basketball game, because it's NOT a home computer game, but a REAL Arcade game!
- a full-court scrolling screen
- two-on-two play, WITH OFFICIALS!
- full stats – see if you can achieve Triple Doubles like Magic!

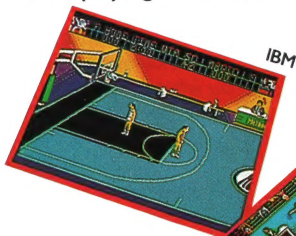
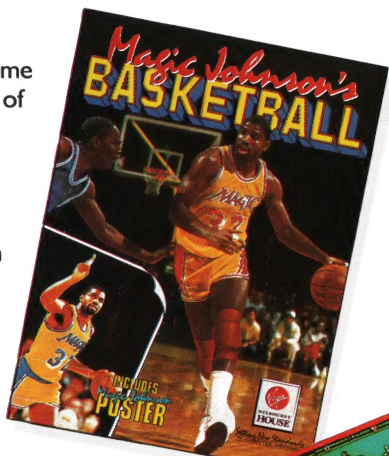
Make the "jump shot," the "alley oop," and of course Magic's famous "fast break" with a "slam dunk" finish. Dribble 'round your opponent to make the "lay up" that wins the game!

Now you've earned the honor of playing the ultimate One-on-One . . .

## You against Magic Johnson.

### HARD DISK INSTALLABLE

Amiga (1 mg)	\$49.99
IBM 5-1/4"	\$39.99
IBM 3-1/2"	\$39.99
Commodore 64	\$29.99
Amiga (512K)	\$39.99
Apple IIGS	\$39.99



# Magic Johnson's BASKETBALL

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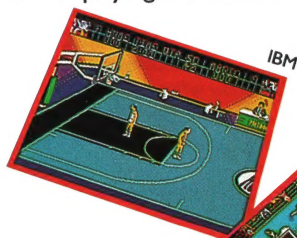
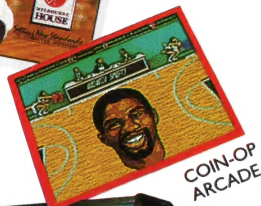
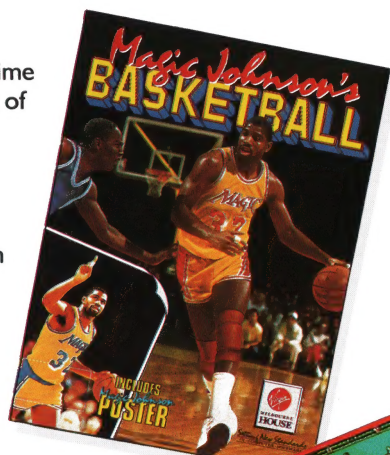
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- a full-court scrolling screen
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Commodore 64	\$29.99
Amiga (512K)	\$39.99
Apple IIGS	\$39.99





# John Elway's QUARTERBACK

## FOOTBALL THE WAY IT WAS MEANT TO BE PLAYED.

Third and ten on your own 30 yard line. Forty-three seconds left on the clock and you're down by two points. Suddenly the end zone seems to be a hundred miles away.

If you're going to be a hero, now's the time. You call the play:

"Yellow-nineteen! Yellow-nineteen! Hut! Hut!! HUT!!!"

The ball is snapped. There's a crunch of armor on the front line and you drop back. You look for a receiver but the blitz is on. Roll to the right – you keep dancing, you look for an opening but your blockers are starting to crumble. Keep pedalling back . . . you're in trouble now, you're too deep. But wait! You spot an open man down field! You cock back, ready to fire, when suddenly an ugly-looking tackle is all over you. Do you try and throw? Or duck and run!

Football action so real you can almost feel the pigskin in your hands. Designed under the watchful eyes of the game's premier quarterback – **John Elway** – this faithful computer version of the #1 arcade winner brings all the strategy and ground pounding excitement of the world's greatest sport right to your computer screen, one or two players!

Play big league football the way it was meant to be played . . . with **QUARTERBACK!**

"The hottest action in computer football games!" – PC GAMES

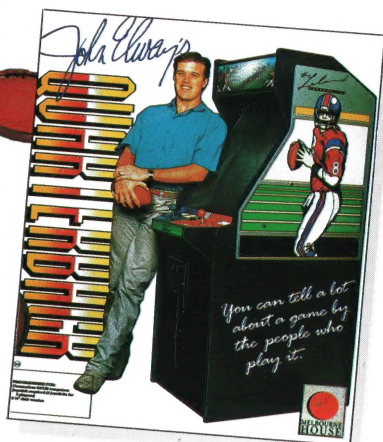
"An entertaining and challenging game . . . the temptation to throw the long bomb always reminds you why the game designers named the game after quarterback John Elway."

– COMPUTER'S PC MAGAZINE



QUARTERBACK™ is a trademark of TradeWest

Apple IIGS	\$39.99
Apple IIe/IIc	\$29.99
IBM 5-1/4"	\$29.99
IBM 3-1/2"	\$29.99
Commodore 64	\$29.99



Screen shots taken from the IBM version.

# Orel Hershiser's STRIKE ZONE

The major league's most valuable pitcher and Melbourne House have joined forces to bring you the #1 coin-operated baseball Arcade game: Strike Zone!

All the exciting features that made the Arcade game so popular are included in home computer versions.

Take Orel Hershiser's place on the pitcher's mound and BLISTER that horsehide over the plate! You control Orel's fastball, slider or sinker. The better your arm, the more frequently you can hang a pitch just within the Strike Zone. Or slide one just outside and sucker the batter into swinging at a ball!

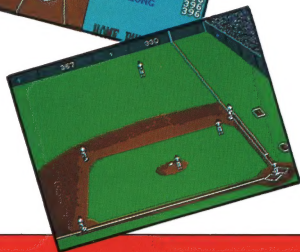
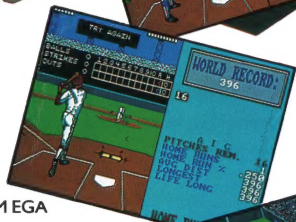
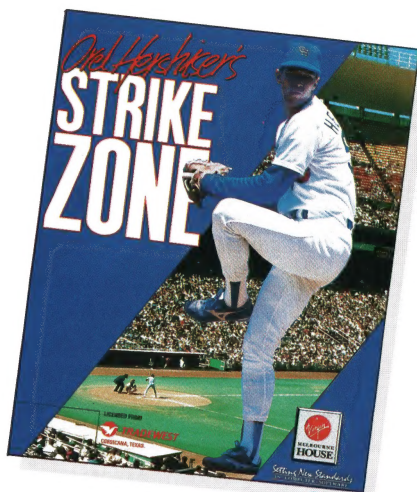
When you're up to bat, step up to the plate for the most realistic batting simulation seen yet! YOU control the swing. You control the runners, too, deciding when to go for that extra base on a long drive, or when to steal.

When you're finished playing, check your game stats. The better your averages, the higher your salary will be.

If you want to get a little batting practice in, try the Home Run Derby. Feel the power when you connect with the ball and send it deep into the outfield, or even into the stands! Improve your batting average and you'll be that much better prepared for your next game.

All the action and excitement of playing in the major leagues, in a computer game for one or two players!

THE ONLY AUTHORIZED VERSION OF THE ARCADE HIT "STRIKE ZONE!"



IBM 5-1/4"	\$39.99
IBM 3-1/2"	\$39.99
Commodore 64	\$29.99

Screens taken from IBM EGA  
and Tandy 1000





COMING  
-SOON-

# Shark Attack!

## GREG NORMAN'S ULTIMATE GOLF

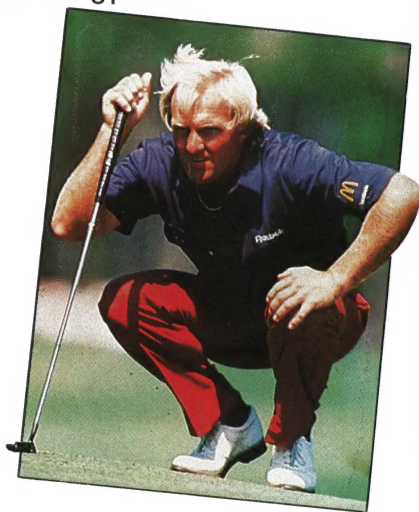
### COMING THIS FALL: SHARK ATTACK!

It's professional golf at its best with the Great White Shark himself, Greg Norman. A state-of-the-art golf simulation with more realistic three-dimensional graphics than you've ever seen before!

#### Features:

- 3-D perspective, which can be rotated through 360 degrees from any point.
- Golfer represented on-screen by Greg Norman, digitized for the best possible portrayal of a professional stance and swing!
- Adjustable wind and weather conditions.
- Numerous game types including Practice, Matchplay, Greensome, Strokeplay, and Texas Scramble.
- The widest variety of possible strokes and swings including hook, slice, fade, and draw, as well as the ability to back-spin the ball on your approach shot to the green. You can even design your own on-screen "swing path."
- Options for up to four players, which can be computer-controlled, human, or a mixture of both.
- Adjustable player attributes (from stance to fitness) that determine handicaps for human and computer players.
- Single and team play options.
- Your own optional professional caddy, who will recommend the club for you to use on each shot.

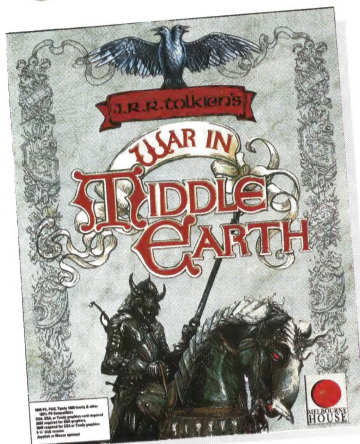
**Shark Attack: Greg Norman's Ultimate Golf** requires strategy, total concentration and control to come in under par!



Amiga	\$39.99
Atari ST	\$39.99
MS-DOS	\$39.99
Commodore 64	\$29.99



# WAR IN MIDDLE EARTH



For the first time, J.R.R. Tolkien's panoramic vision of the cataclysmic struggle between good and evil has been skillfully crafted into a single computer game of epic proportions.

Follow in the footsteps of Frodo, Aragorn and Gandalf as they battle to get The One Ring to the Crack of Doom. Ranged against you are all the evil forces of the Dark Lord Sauron and the corrupt wizard Saruman.

The game takes place on a smoothly scrolling map of Middle Earth, true to all the rich detail of Tolkien's books. On it you may test your strategic abilities as you command entire legions to move against the forces of evil.

War in Middle Earth has been authorized by the Tolkien estate, and approved as being a true representation of the works of J.R.R. Tolkien correct down to the smallest detail of the map and the characters portrayed. The game is a classic addition to the collection of any true gamer.

"Tolkien fans rejoice! Here's the game you've been waiting for!"

GAME PLAYER'S PC STRATEGY GUIDE

"If you are a fan of *The Hobbit* and *The Lord of the Rings*, War in Middle Earth is a must. If you've not read the works of J.R.R. Tolkien but are willing to put time and effort into learning the game and its scenario, you'll find War in Middle Earth an intriguing game with many rewards – not the least of which will be the introduction to the most fascinating fantasy world ever created."

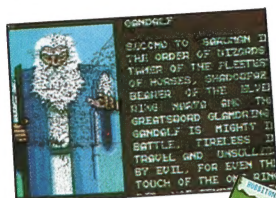
MICHAEL BANKS, PCM

"A really rewarding game I found myself wanting to play over and over again . . . for fans of the Trilogy, this is a **must have** program!"

RUSEL DEMARIA, EDITOR-IN-CHIEF, COMPUTER PLAY

"Incredibly faithful to the spirit of Tolkien's *Lord of the Rings* trilogy . . . visually it's stunning in every mode, and the soundtrack is awesome – some of the best computer music I've heard in a game . . . War in Middle Earth gets my highest recommendation for all role-players, wargamers or just plain fantasy fans."

QUESTBUSTERS



COMMODORE 64



IBM



AMIGA



APPLE IIGS

## HARD DISK INSTALLABLE

Amiga	\$49.99
Atari ST	\$49.99
Apple IIGS	\$49.99
IBM 5¼"	
(EGA, CGA, Tandy 1000)	\$49.99
IBM 3½"	
(EGA, CGA, Tandy 1000)	\$49.99
IBM 3½" (MCGA)	\$49.99
Commodore 64	\$39.99







It's action adventure at its best!

You are Drak, last of the Obliterators. A genetically enhanced fighting machine bio-engineered for otherwise impossible missions, you've been called upon to single-handedly save the Federation from a gigantic alien spacecraft that has already destroyed the entire Federation fleet.

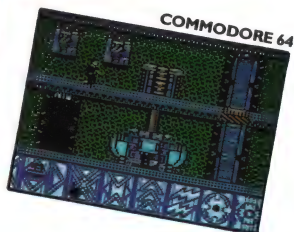
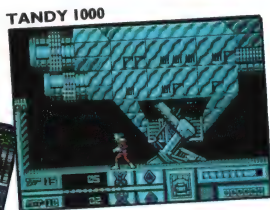
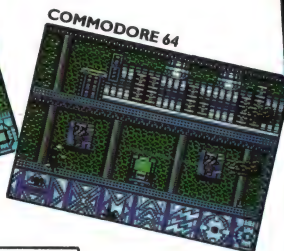
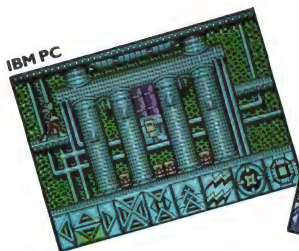
Armed with a particle beam disrupter and lasers, you must board the alien vessel and make your way through the ship to disable the Plasma drive engines, bring down the battle shields, and disable the main weapons system. This will enable the crippled remnants of the Federation fleet to renew their attack upon the invading craft.

It's a suicide mission. Even if you're successful, your own fleet could destroy you with the enemy ship before you can get out. But you can't refuse this assignment, on which the very survival of humanity depends. And who knows – you've sparred with death before, and emerged victorious.

May the force be with you.

*"The ultimate Hi-Sci-Fi hide, seek, and destroy game (sort of the on-screen equivalent to Laser-Tag)! The artwork alone is worth the price of admission, and the range of aliens, robots, and weaponry is truly a feast for even the most jaded cyber-punk."*

– INFO MAGAZINE



IBM 5-1/4"	\$39.99
IBM 3-1/2"	\$39.99
Commodore 64	\$29.99



# Barbarian



In the best tradition of the most popular arcade games, now comes Hegor the Barbarian.

Enter the fearful realms of the underground world of Durgan, a world terrorized by the evil Necron.

Battle powerful warriors and horrific monsters. Use your wits to defeat cunning traps and ingenious machines protecting the path to Necron's lair.

Features include:

- 48 high resolution background screens
- over 20 different enemies and traps
- more than 300 animation sequences

Reviewers say:

*"You'll find this game addictive."*

— COMPUTE!

*"The graphics wizards at Psygnosis have performed some minor miracles – Barbarian (C64) looks nearly as good as it does on the Amiga!"*

— INFO MAGAZINE

*"The game looks and plays like an expensive arcade . . . each turn in the cavern opens up new visual delights . . . a beautiful, addictive, action-packed challenge . . ."*

— COMMODORE MAGAZINE



Screen shots from the IBM version



IBM 5¼"	\$39.99
IBM 3½"	\$39.99
Commodore 64	\$29.99
Apple II GS	\$39.99



COMING  
-SOON-

# DOUBLE DRAGON *The Revenge*



**FROM THE ARCADES TO  
YOUR HOME COMPUTER!**

Alone or with a friend, battle your way through  
EVEN MORE LEVELS than contained in the Arcade version!

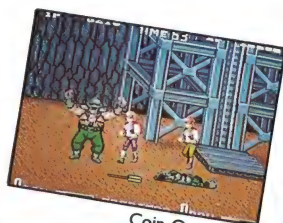
If the programmers have their way, you'll be fighting with  
quarterstaves and a ball & chain, dynamite and hand grenades. Even  
the Ninja's weapon, the shiriken! And don't forget your own best  
weapons, your hands and feet – you'll have more powerful moves in  
this new version than ever before!

You'll battle your way through the Underwater  
City, the Garden of Death, and the infamous  
Trap Room. And other scenarios which will  
amaze and delight you!

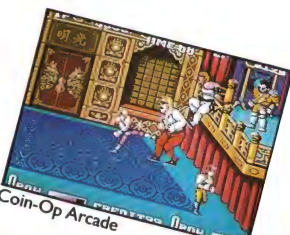
More martial arts action than you've ever  
seen, coming soon for  
your home computer!



Coin-Op Arcade



Coin-Op Arcade



Coin-Op Arcade



Coin-Op Arcade



Coin-Op Arcade

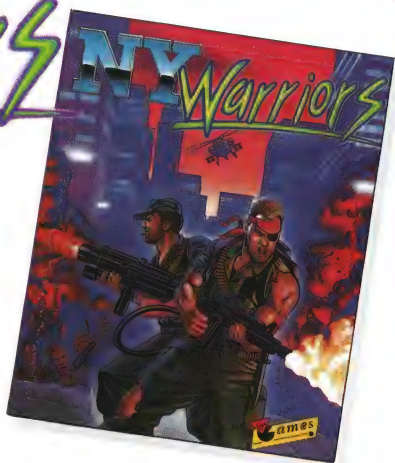
Amiga	\$39.99
Atari ST	\$39.99
IBM 5-1/4"	\$39.99
IBM 3-1/2"	\$39.99
Commodore 64	\$34.99



COMING  
-SOON-

1 MEGABYTE  
AMIGA VERSION  
IDENTICAL TO THE ARCADE GAME!

# NY Warriors



The World Trade Center has been taken by terrorists! As the commander of an elite strike force, you are the only one who can keep them from blowing it up!

Unfortunately, jungle guerillas are nothing compared to the street gangs the city is overrun with. Fight your way through Ramboids, Rastas, Killer Klowns, and many others. Blow them away with your powerful arsenal of bazookas, guided missiles, flame throwers, and other weapons of destruction – a collection of awesome firepower with incredible digitized sound effects.

Exploding into the Arcades in Fall of 1989, NY Warriors is scheduled for release on Amiga computers before Christmas, and on other formats in early 1990.

***The only authorized version of the EXPLOSIVE new Coin-op Arcade game!***

Amiga (1 mg)

\$49.99





THE COMPUTER EDITION OF  
**SCRABBLE**<sup>®</sup> BRAND  
 crossword game



Everyone's favorite word game!

Play Scrabble<sup>®</sup> Brand Crossword Game with friends, or against the ultimate opponent, your own computer!

Build your vocabulary and strategic abilities by playing through the different skill levels, from beginner to advanced.

An ingenious combination of strategy and luck makes this game beloved of word lovers and gamers alike!

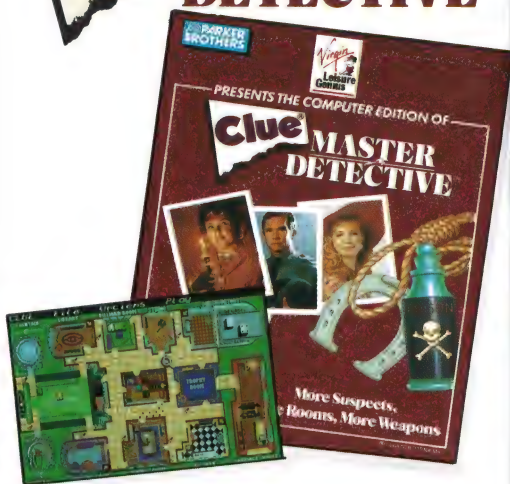
Scrabble<sup>®</sup> Licensed by Selchow and Righter Company, a subsidiary of Coleco Industries, Inc. Scrabble board design © 1948 Selchow & Righter Company.

Amiga	\$39.99
Atari ST	\$39.99
IBM 5-1/4"	\$39.99
IBM 3-1/2"	\$39.99
Apple II+ /IIe/IIc	\$39.99
Macintosh	\$39.99
Commodore 64	\$29.99



THE COMPUTER EDITION OF

**Clue**<sup>®</sup> MASTER  
 DETECTIVE<sup>™</sup>



Play your favorite game of criminal detection with friends, or against the ultimate master of deduction, your own computer! Or play with a mixture of human and computer-controlled opponents!

Enjoy the enhancements the computer can bring to the game play, such as graphic animation and sound. Watch Miss Peach stroll into the gazebo and hear the twittering of songbirds.

Clue Master Detective<sup>™</sup> has more than ever before to exercise your "little grey cells" — more suspects, more possible murder locations (indoors and outdoors), more weapons — in fact, more mayhem!

"The game's afoot!"

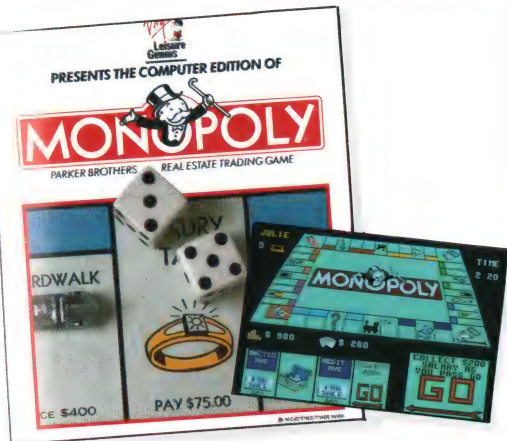
Clue<sup>®</sup> Master Detective<sup>™</sup> © 1988. Produced under license from Parker Brothers, division of Tonka Corporation, and Waddingtons Games Limited.

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A must for the library of any TRUE gamer!

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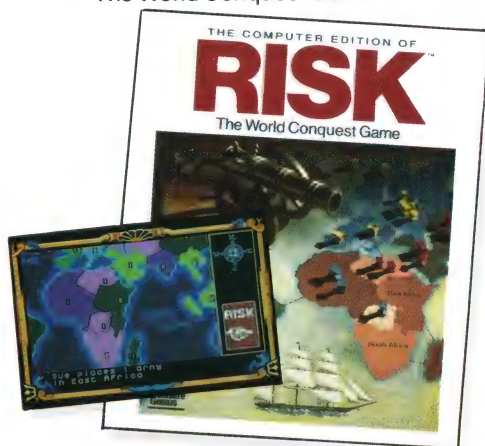
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Challenge your powers of strategic planning in this game of fierce attack and valiant defense, bold strikes and cunning traps. Victory depends on how you deploy your forces, where you fortify your frontiers, and when you attack your enemies.

A favorite of war strategists and gaming enthusiasts alike!

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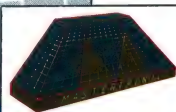
A martial arts classic.

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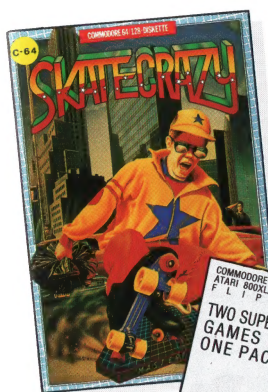
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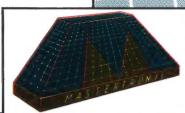
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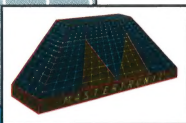
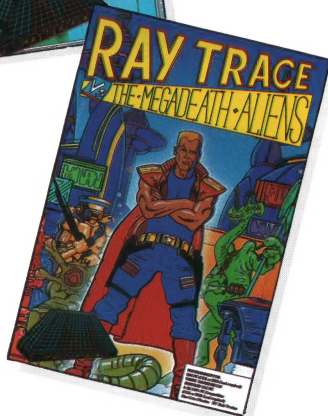
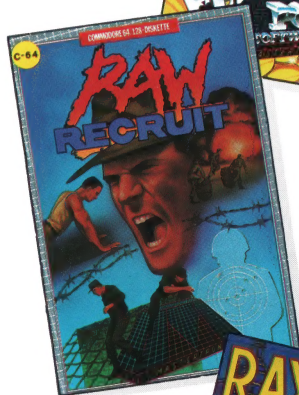
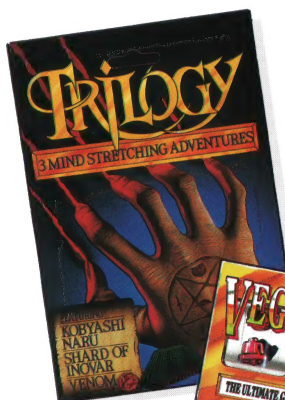
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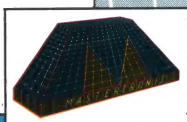
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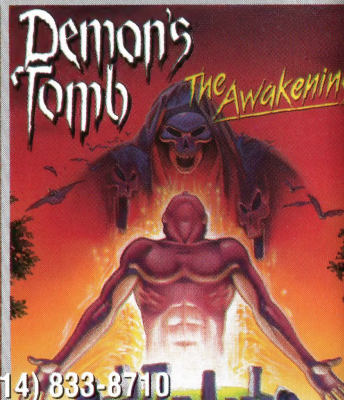
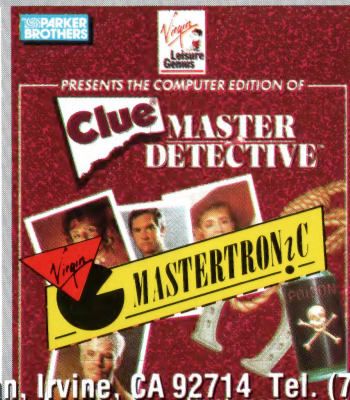
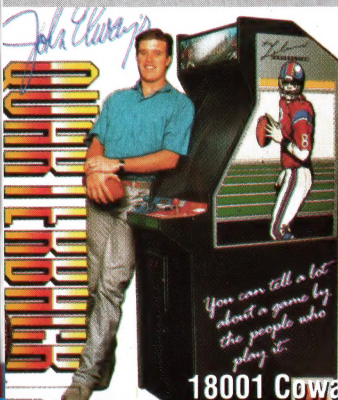
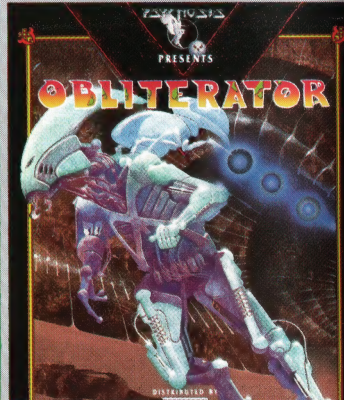
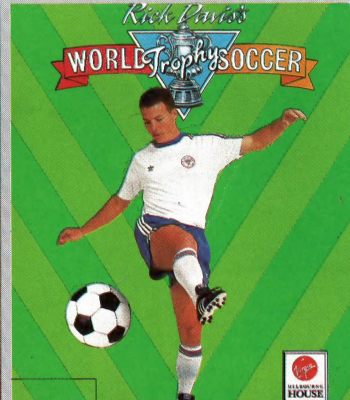
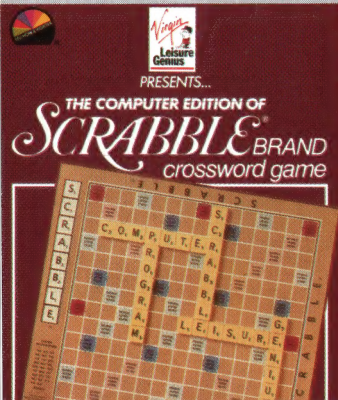
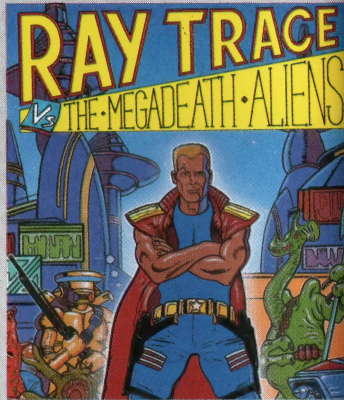
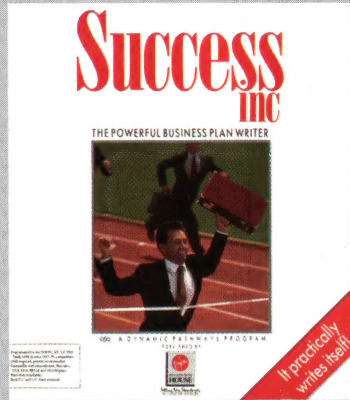
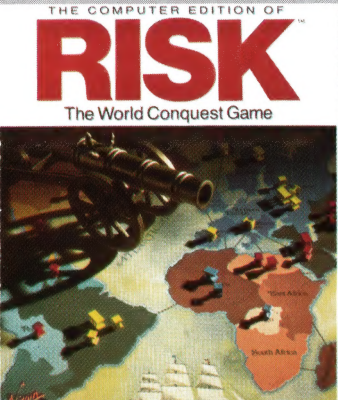
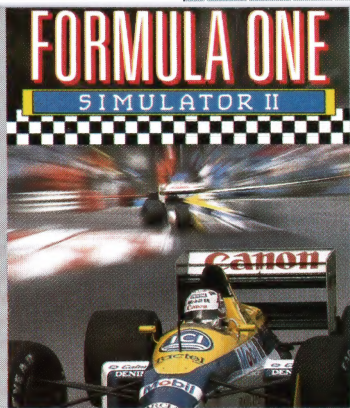
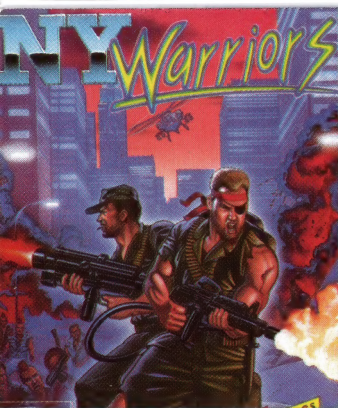
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